**Worldview Game – The Creation of a Settlement  
Farming Technology Research**

How does farming impact a village?

How does farming represent a shift from hunting and gathering for people?

Where does this lead in terms of developing a nation?

**\*\*\* Congratulations!! – You have earned one resource development card.  
You will receive the red farming development card**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Worldview Game – The Creation of a Settlement  
Mining Technology Research**

How does mining impact a village?

How does mining represent a shift towards the effective use of resources?

Where does this lead in terms of developing a nation?

**\*\*\* Congratulations!! – You have earned one resource development card.  
You will receive the blue mining development card**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Worldview Game – The Creation of a Settlement  
Forestry Technology Research**

How does forestry impact village?

How does forestry represent a shift towards the effective use of resources?

Where does this lead in terms of developing a nation?

**\*\*\* Congratulations!! – You have earned one resource development card.  
You will receive the green forestry development card**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! – You have earned two resource development cards.  
Stage 1 – Migration**

How does the movement of people determine where people often settle?

Why do people often settle in groups?

What is the strategic advantage of location in terms of settlements?

How does a settlement bring prosperity to a tribe?

**\*\*\*\* Congratulations!! – So your people begin to settle in a similar location, you now develop a  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – 2 of any kind of resource (apples, lumber, metal)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! – You have earned a village card!!  
Stage 2 – Resource Accumulation**

How do the decisions people make impact the location of their settlements (villages)?

How is the turn-based game impacting your decision about receiving and gaining resources?

Can you see any patterns and learning that helps you understand the context of gaining materials?

What is your next step (during the next season of the game)?

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! – You have earned your third resource card!  
Stage 3 – Resources**

What does the accumulation of resources bring to a society (people living in groups)?

Food –

Wood –

Metal –

How does this impact the way people live?

How does resource accumulation influence the growth of a settlement?

**\*\*\* Congratulations!! Now that you have developed all three resource cards, it might be time to think about defending this village of yours.  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – 2 Apples and 1 Wood**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! – You have earned a wall!!  
Stage 4 – Walls**

What purpose do walls serve a population?

Please provide a historical example of fortification and how it impacted the people group?

**\*\*\* Congratulations!! You have earned the ability to defend yourself. As a result your village expands. What might you desire to develop now?   
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – 2 metal and 2 wood**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! – You have built a town!!  
Stage 5 – Towns**

What is the purpose for settlements turning into towns?

How do towns allow people to create a sense of nationhood?

Why did you decide to put your town in the location you chose?

**\*\*\* Congratulations!! You have earned the Technology Development Card!  
You receive a Purple Tech Card – and a new token each turn**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have learned how to develop ‘Technology Tokens’!  
Stage 6 – Technology Innovation**

How do basic technologies impact the development of nations?

How are nations supported through the development of technology?

How does technology lead to the implementation of new ideas in society?

How does technology create problems in society? And how are they solved?

**Congratulations!!! Your town has developed nicely! Now you are prepared to make it larger…   
What are you going to develop?  
  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – 3 Technology Tokens, 1 Wood, 1 Metal, 1 Apple**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! – You have earned a following!!  
Stage 7 – Flag and Song**

How do flags and songs represent a nation?

Why do people celebrate around icons that represent the unification of a people group?

**\*\*\* You may now create your own flag and nation anthem!  
(Please use the blank paper provided in your nation binder)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have developed a city!**  
**Step 8 – Technology Investment**

How do nations invest in their future?

What is the purpose behind technology investment?

How do you define ‘progress’ in your nation?

What type are the different types of worldviews that exist? (Hint: this will directly impact how you as a nation begin to develop)

**Congratulations!! You have earned the chance to develop the worldview point system!  
Each tech coin earned – allows you to have a chance to invest in one type of worldview  
One Coin – 1,2 (on a die)  
Two Coins – 1 – 4   
Three Coins – 1 – 5   
You may develop one of the worldview structures!!   
Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have earned a Triangle Technology card!  
Stage 9 – Technology Development Charts**

How do societies continue to invest in their future development?

What impact does investing in technology result in the creation and building of your nation?

What is the role of development in city life?

How do technology innovations impact the city that you live in? (Hint: new technology and ideas often bring places for people to gather)

**Congratulations!! You have learned how to develop – Level One of Technology!  
Level One – 1 Technology Token  
Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You know may use the resources to construct new structures!  
Stage 10 – Buildings**

How does technology impact the way people live?

How are buildings seen as technological innovations?

What do buildings offer in terms of knowledge generation in society?

How do buildings create jobs in society?

**Congratulations!! You are now able to develop your first building in the technology pathway of your choice:**

**Cost – 1 Wood, 1 Metal and 1 Apple**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You are a thriving metropolis and now you may build an empire!  
Stage 11 – Growth**

Where do you want to lead your nation?

**Go back to your worldview brainstorm (Stage 8).** You may have been developing one sense of worldview. Are there are others that you want to develop? List those ideas.

How does development impact a society in terms of competing goals?

What would you like to continue to pursue as a nation? How does this reflect your sense of your nation’s identity and relevance?

**Congratulations!! You have earned a new worldview point card! (Based on your list)  
New Worldview Card – One Technology Token  
Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! Your city and nation are developing nicely!  
Stage 12 – Drawing the map of your city**

How do people move around in a city?

What are the types of learning that takes place in a city?

How do people in cities learn?

**Congratulations!! You now understand the basics of roads! Please draw on your City View  
Road Cost – 1 Metal, 1 Apple  
Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! – The connections between technology and construction are understood!  
Stage 13 – Technology and Building Relationship  
The path to creating a strong and independent nation is upon you!**How does your nation desire to interact with others?

How does your nation reach their decision making processes?

How does your nation promote itself?

How are you going to defend and protect your nation?

How does your nation understand the spiritual dimension?

How does your nation continue to expand its knowledge base?

How is your economy expected to develop?

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have built the second stage of your worldview development chart!  
Stage 14 – Building/Technology Relationship 2**

**How does your nation continue to build upon its understanding of development in the chosen development path?**

**What is considered important and valuable in your society?**

**What is the direction of your nation? What are you hoping to accomplish in the game?**

**What type(s) of message does this development say to the rest of the class?**

**Congratulations!! You are now able to develop your second building in the technology pathway of your choice:**

**Cost – 2 Wood, 2 Metal and 2 Apple**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have built the third stage of your worldview development chart!  
Stage 14 – Building/Technology Relationship 3**

**How does your nation continue to build upon its understanding of development in the chosen development path?**

**What is considered important and valuable in your society?**

**What is the direction of your nation? What are you hoping to accomplish in the game?**

**What type(s) of message does this development say to the rest of the class?**

**Congratulations!! You are now able to develop your third building in the technology pathway of your choice:**

**Cost – 3 Wood, 3 Metal and 3 Apple**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the basics of 4 worldview pieces!  
You now are able to build defenses in case of an attack.**

**You may build a very basic military unit. They are often called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**How might a \_\_\_\_\_\_\_\_\_\_ help in the game?**

**How do \_\_\_\_\_\_\_\_\_\_\_ create stability in a nation?**

**Does you nation believe in conscription?**

**How might that impact the way you see your government and other worldview options?**

**\*\*\* Congratulations!! These new units cost:   
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - 1 wood, 1 food, and 1 metal  
(each one has a power of up to 2 on a die) – you need 3 to be able to roll a 6 in defense.**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the basics of 2 worldview pieces!  
This provides you with new information in terms of forming alliances.**

**You may build a very basic alliance with another nation by creating a basic proposal in how your nations might interact.**

**How might an alliance change the way you play the game?**

**What types of alliances can you create with the pieces of the worldview that you possess?**

**Congratulations!! You have completed the formations of alliances:**

**You will be given a proposal chart if you**

**\*\*\* Congratulations!! You now earn religious points that help you convert other teams!  
(Same rolling application)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the Knowledge Worldview Technology Chart!  
Stage – Knowledge Expert (Professor)  
Bonus – 2 technology tokens per turn**

you can create space flight and win the knowledge race

**\*\*\* Congratulations!! You now earn knowledge points that help you discover great mysteries!**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the Military Worldview Technology Chart!  
Stage – Military Expert (Army)  
Cost – 6 Wealth Tokens**

if you conquer two other nations than you can win the conquest victory

**\*\*\* Congratulations!! You now earn additional strength when attacking other nations!  
(Same rolling application)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the Economic Worldview Technology Chart!  
Stage – Economic Expert (Banker)  
Bonus – creates 2x wealth with each turn**

economic – allows you to use your wealth to buy the remaining resources and wisdom in the game. It is used to create treaties and trade for other technologies. This is what separates the winners if we have another tie in the game.

**\*\*\* Congratulations!! You now earn economic wealth that helps you develop even greater wealth!**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the Government Worldview Technology Chart!  
Stage – Government Expert (Politician)  
Bonus – reduces the prices of Culture (Rock Stars), Religion (Priests), and Military (Army)**

if you convert two nations that allows you to win by a political victory

allows you to build a global governance superstructure

**\*\*\* Congratulations!! You now earn democratic points that you achieve global governance!  
(Same rolling application)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the Culture Worldview Technology Chart!  
Stage – Culture Expert (Rock Stars)  
Cost – 6 Wealth Tokens**

Allows you to win a cultural victory by taking over two nations culturally

- eventually build hollywood

**\*\*\* Congratulations!! You now earn culture points that help you develop cultural uniformity!  
(Same rolling application)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the Geography Worldview Technology Chart!  
Stage – Geography Expert (Spy)  
Cost – 2 Apples, 2 Metal, 2 Wood**

- allow you to steal stuff or sabotage buildings

**\*\*\* Congratulations!! You now spies that allow you to steal information or sabotage another nation!  
(Same rolling application)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)

**Congratulations!! You have completed the Religion Worldview Technology Chart!  
Stage – Religion Expert (Priest)  
Cost – 6 Wealth Tokens**

Religious Take Over

**\*\*\* Congratulations!! You now spies that allow you to steal information or sabotage another nation!  
(Same rolling application)**

**Journal Reflections** – What did you learn during the last few turns in the game? (rules, ideas, connections to life or social studies class)